CLAIM AMENDMENTS

29.   (CURRENTLY AMENDED) A computer comprising:

means for receiving from a user an encoded message containing at least one lottery game outcome;

means for decoding the encoded message to reveal the at least one lottery game outcome; and

means for displaying the at least one lottery game outcome at a gaming computer, the gaming computer being off-line with respect to a remote computer.

30.   (PREVIOUSLY PRESENTED) The method of claim 29, in which the encoded message is generated by the remote computer.

31.   (PREVIOUSLY PRESENTED) The method of claim 29, in which the encoded message further contains a code that identifies the gaming computer.

32.   (PREVIOUSLY PRESENTED) A storage device storing instructions adapted to be executed by a processor to perform a method comprising:

receiving from a user an encoded message containing at least one lottery game outcome;

decoding the encoded message to reveal the at least one lottery game outcome; and

displaying, at a gaming computer, the at least one lottery game outcome, the gaming computer being off-line with respect to a remote computer.

33.   (PREVIOUSLY PRESENTED) The storage device of claim 32, in which the encoded message further contains a code that identifies the gaming computer.

34.   (PREVIOUSLY PRESENTED) The storage device of claim 32, in which the at least one lottery game outcome corresponds to an aggregation of a plurality of lottery game outcomes.

35.   (PREVIOUSLY PRESENTED) The storage device of claim 32, in which receiving the encoded message comprises:

    receiving the encoded message from the user via a memory medium.

36.   (PREVIOUSLY PRESENTED) The storage device of claim 35, in which the memory medium is a smart card.

37.   (PREVIOUSLY PRESENTED) The storage device of claim 32, the method further comprising:

    receiving an indication of at least one offer for a play of a lottery game.

38.   (PREVIOUSLY PRESENTED) The storage device of claim 37, the method further comprising:

    displaying the at least one offer at the gaming computer.

39.   (PREVIOUSLY PRESENTED) The storage device of claim 37, in which the encoded message includes the indication of the at least one offer.

40.   (PREVIOUSLY PRESENTED) The storage device of claim 32, in which the gaming computer is a handheld device.

41.   (PREVIOUSLY PRESENTED) The storage device of claim 32, in which the gaming computer comprises a GPS receiver.

42.   (PREVIOUSLY PRESENTED) The storage device of claim 32, in which displaying comprises:

displaying the at least one lottery game outcome only if the gaming computer is located in a predetermined venue.

43. (PREVIOUSLY PRESENTED) The storage device of claim 32, in which decoding comprises:

decoding the encoded message only if the gaming computer is located in a predetermined venue.

44. (PREVIOUSLY PRESENTED) The storage device of claim 32, in which receiving the encoded message comprises:

receiving the encoded message via a microphone.

45. (PREVIOUSLY PRESENTED) The storage device of claim 32, in which displaying comprises:

generating at least one game that corresponds to the at least one lottery game outcome.

46. (PREVIOUSLY PRESENTED) The storage device of claim 45, in which each at least one game comprises at least one chance.

47. (PREVIOUSLY PRESENTED) The storage device of claim 32, in which each at least one lottery game outcome is associated with a respective price.

48. (PREVIOUSLY PRESENTED) The storage device of claim 32, in which the encoded message further contains at least one standby outcome.

49. (PREVIOUSLY PRESENTED) The storage device of claim 48, in which decoding comprises:

decoding the encoded message to reveal the at least one lottery game outcome and the at least one standby outcome.

50.   (PREVIOUSLY PRESENTED) The storage device of claim 48, in which displaying comprises:

displaying the at least one standby outcome.

51.   (PREVIOUSLY PRESENTED) The storage device of claim 32, in which the encoded message is generated by the remote computer.

52.   (PREVIOUSLY PRESENTED) A device for facilitating play of a game, the device comprising:

a processor; and

the storage device of claim 32 in communication with the processor.

53.   (PREVIOUSLY PRESENTED) A method comprising:

receiving from a user an encoded message that is generated by a remote computer, the encoded message including at least one game outcome;

decoding the encoded message to reveal the at least one game outcome; and

displaying, at a gaming computer, the at least one game outcome,

in which at least one of the steps of receiving, decoding, and displaying is performed while the gaming computer is not in communication with the remote computer.

54.   (PREVIOUSLY PRESENTED) A method comprising:

receiving data that is generated by a remote computer, the data indicating a net payout that corresponds to at least one game outcome;

generating at least one game based on the net payout; and

enabling a user to play the at least one game at a gaming computer, the gaming computer being off-line with respect to the remote computer.

55.   (PREVIOUSLY PRESENTED) The method of claim 54, in which generating comprises:

generating a plurality of games, each game having a respective payout, in which a sum of the plurality of respective payouts is equal to the net payout.

56.   (PREVIOUSLY PRESENTED) A method comprising:

receiving a message indicating at least one game outcome that is encoded and at least one standby outcome that is encoded;

generating at a gaming device at least one game that is based on the at least one game outcome;

determining a payout amount associated with the at least one game;

displaying an offer for the at least one standby outcome in exchange for an amount that is not greater than the payout amount;

receiving an indication of acceptance of the offer; and

generating at least one game that is based on the at least one standby outcome.

57.   (PREVIOUSLY PRESENTED) A method comprising:

receiving data that indicates at least one game outcome and that indicates a plurality of standby outcomes;

generating at least one game that is based on the at least one game outcome;

determining a payout based at least on the at least one game;

receiving a request to redeem the payout;

determining at least one unused standby outcome of the plurality of standby outcomes; and

voiding the at least one unused standby outcome.

58.   (PREVIOUSLY PRESENTED) The method of claim 57, further comprising:

generating at least one second game based on at least one standby outcome of the plurality of standby outcomes; and

in which determining the payout comprises:

determining the payout based on the at least one game and the at least one second game.

59. (PREVIOUSLY PRESENTED) A method comprising:

receiving a code that corresponds to at least one game outcome;

receiving data comprising a game program from a memory medium;

generating at least one game based on the at least one game outcome and the game program;

displaying, at a gaming computer, the at least one game outcome to a user, the gaming computer being off-line with respect to a remote computer.

60. (PREVIOUSLY PRESENTED) The method of claim 59, in which the memory medium is a smart card.